

We claim:

1. A game machine comprising:

- a) a playing field having an upper interior edge and a lower interior edge;
- b) a drop zone deflector located adjacent the upper interior edge of said playing field;
- c) an exit position located adjacent the lower interior edge of said playing field;
- d) a payline display;
- e) a payline symbol selector that selects a symbol for display in the payline display determined in part upon the movement of a ball on said playing field; and
- f) a ball ejector capable of propelling a ball in a path that intersects said drop zone deflector, wherein ← \$3  
14 → g) a symbol selector

2. The game machine of claim 1, further comprising a zone divider wall oriented generally vertically on said playing field.

3. The game machine of claim 1, further comprising a plurality of ball engaging obstacles arranged along the surface of the playing field.

4. The game machine of claim 1, further comprising a plurality of drop zone deflectors located along the upper interior edge of said playing field and a plurality of zone divider walls oriented vertically on said playing field

adjacent said upper interior edge and said plurality drop zone deflectors are associated with said plurality of zone divider walls.

5. The game machine of claim 1, further comprising a ball holder where balls are held prior to being received into said ball ejector.

6. The game machine of claim 1, wherein said ball ejector fires a predetermined set of n balls onto said playing field at a time, and said payline display displays n symbols at a time.

7. The game machine of claim 1, further comprising a symbol selector display which displays the symbol selected by said symbol selector when a ball leaves said playing field through said exit position associated with the symbol displayed on said symbol selector display.

8. The game machine of claim 1, wherein said payline symbol selector is additionally comprised of a plurality of sensors which register the location of said ball as it passes through said exit position.

9. A game machine comprising:

a) a playing field having an upper interior edge, a middle field, and a lower interior edge;

- b) a plurality of drop zone deflectors located along the upper interior edge of said playing field;
- c) a plurality of zone divider walls oriented along the vertical axis of said playing field between said upper interior edge and said middle field and associated with said drop zone deflectors;
- d) a plurality of exit positions located along the lower interior edge of said playing field;
- e) a payline display;
- f) a payline symbol selector which selects a symbol for display in the payline display based in part upon which exit position a ball leaves the playing field through;
- g) a symbol selector display associated with said plurality of exit positions which displays the symbol that will be selected when a ball passes through said associated plurality of exit positions.
- h) a ball ejector capable of propelling a ball along said playing field such that the path of said ball intersects said drop zone deflector;

10. The game machine of claim 9, wherein said payline symbol selector is additionally comprised of a plurality of sensors associated with said plurality of exit positions and said symbol selector display registers and displays the number of balls that have passed through said associated plurality of exit positions.

11. A game machine comprising:

- a) an inclined play field having a plurality of zones in which game balls move by gravity;
- b) a ball launching mechanism to start a plurality of game balls in the play field near an upper portion thereof;
- c) user controlled zone director for directing game balls from said ball launching mechanism into a selected one or more of said zones;
- d) a multi-symbol payline display; and
- e) a payline symbol selector that selects each of a plurality of symbols for display by said multi-symbol payline display in response to movement of game balls in said zones on said playing field.

12. A method for a game machine which receives a ball at the top of a vertically oriented playing field and where said ball selects a symbol for display on a payline display as it falls through and exits at the bottom of the playing field under the force of gravity comprising the steps of:

- a) randomly generating a number of symbols and randomly assigning said symbols to an equal number of scoring positions;
- b) receiving input selecting an upper portion of said playing field to be subdivided and subdividing the selected upper portion of said playing field so that the side to side motion of said ball will be constrained to said subdivided upper portion of said playing field;

c) injecting a ball into the top portion of said playing field;

d) displaying on said payline display the symbol selected by said ball when it contacts said scoring position.